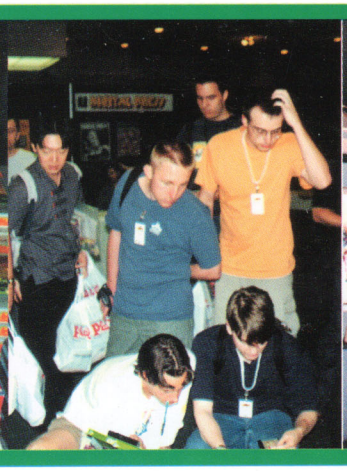
CLASSIC GAMING EXPO 2001

Las Vegas, Nevada

August 11-12, 2001



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WELCOME & THANKS

Well, here we are! Our fourth year and somehow we're still rolling along.

We've been fortunate this year to have the continued support of the videogame industry. Infogrames has picked up where Hasbro Interactive left off, Digital Eclipse came through again, and Dragonstone Software joined the fray. The industry is in turmoil right now in what many predict as the second videogame crash. Companies are folding, merging, and cutting every day. Money is tight and the show has seen the loss of a couple of our key sponsors, especially Imagine Media. Even so, the overall favorable support and recognition by the industry has us looking ahead to bigger and better times.

This year we cut a few corners here and there (we even cut back on our beer supply), kicked in a few more dollars out of our pockets, and should be able to come out of this without losing too much money (at least not enough for our wives to harass us). We've been fortunate to have some great people working with us and helping us out in ways that can't be measured in dollars and cents. This is what Classic Gaming Expo is all about!

Although we hold the titles of organizers, we're just another cog in the wheel in putting on this great show. Everybody at this show plays just as an important role as we do. Every vendor, volunteer, special guest, and attendee are responsible for making this show the success that it is. Every single person you see over the weekend has given of themselves to make this expo happen. From our distinguished guests who have again graciously donated both their time and money to attend, to the sponsors and exhibitors who have backed us with financing and services, to the hundreds of attendees that are spending their vacations here in Las Vegas, you are the people responsible for making this show a success. As you wander around the expo, take a moment to realize that this is your show and it's your support that's making it happen.

As in previous years, we urge you to approach the celebrity guests and strike up a conversation with them. They are all a great bunch of people and will gladly chat with you about their work in the old days. Don't be afraid to let them know how much you appreciate the efforts they made in designing the classic systems and software.

If you've been here before, you sort of know what to expect. If this is your first time, we hope to WOW you. We've got some great things lined up this year that should make this our biggest and best show yet! What's important to us is that we feel that we've been successful in upholding our tradition and primary goal: To produce an expo celebrating the roots and history of videogames that is run BY classic gamers, FOR classic gamers. Our thanks to all who have embraced and supported our efforts.

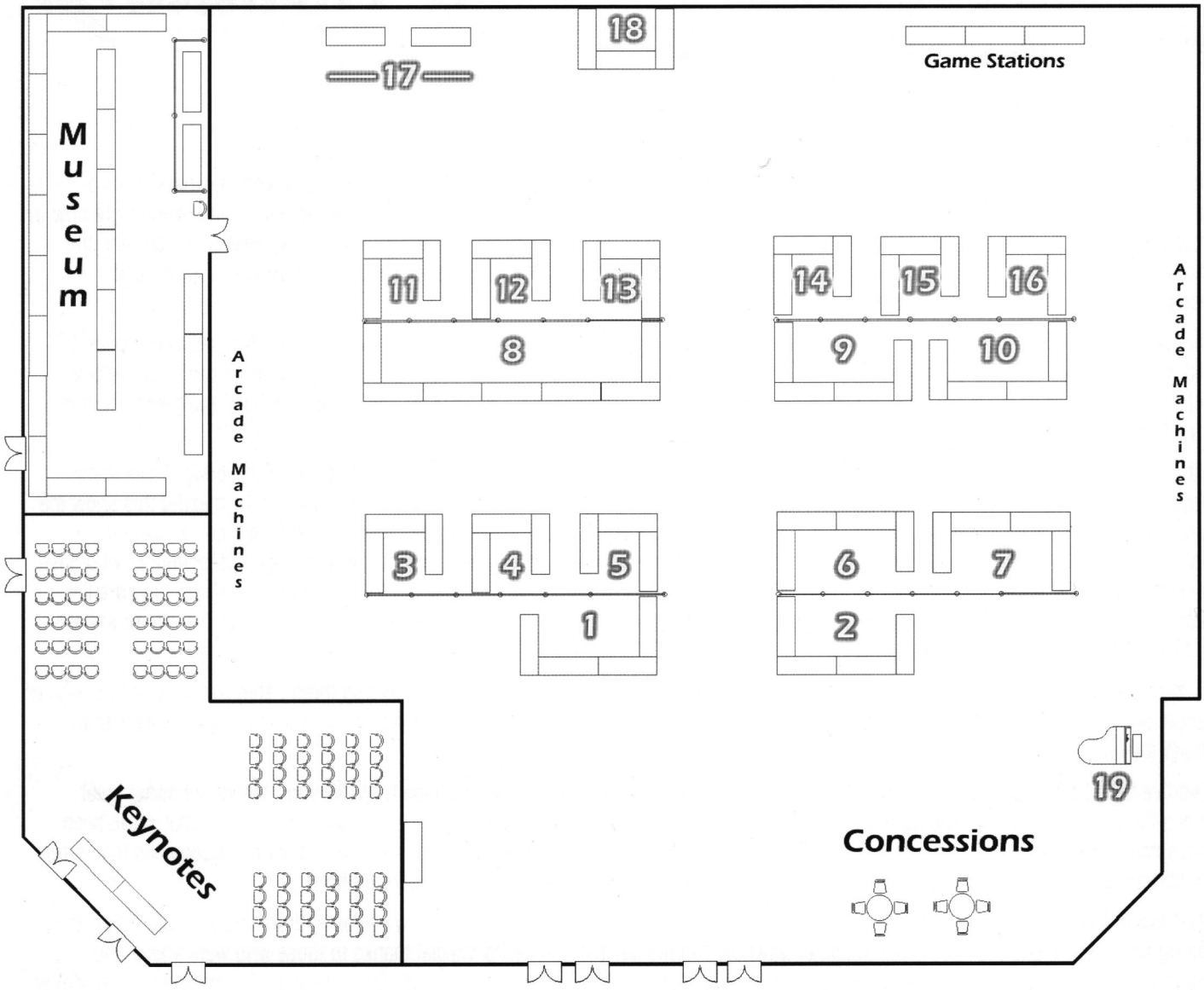
We'd like to thank all the people who have helped out with all the menial tasks including show set-up and break-down, providing and setting up museum entries, and numerous other physical and mental tasks. An extra special thanks to those who went above and beyond the call of duty in helping to organize this event; namely Vaughn Avakian,Don Evanoff, Dave Hallock, Steven Hertz, Debra Keller, Jeff Kinder, Beth Mundo, Brian Mundo, Rob Mundo, Don Rogers, Scott Stilphen, and anyone else whose name escapes us at this moment.

Welcome to Classic Gaming Expo 2001!

The CGExpo Staff

John Hardie, Sean Kelly, Joe Santulli, and Tom Keller

FLOOR PLAN



1) B & C Computervisions
2) Intellivision Productions
3) United Game Source
4) Ikarion Software
5) Digital Press
6) Atari2600.com
7) Songbird Productions
8) CGE Services Corp.
9) Infogrames
10) Blast From The Past Amusements
11) Autograph Station
12) Good Deal Games
12) Classic Gamer Magazine
12) Syzygy Magazine
13) X-Gaming
14) NGS-USA
15) Pending
16) Twin Galaxies
17) Uncle Zip's Entertainment
17) N.W.C.G.E.
17) Arcade Fever Book Sales
17) Homebrew Game Sales
18) Tim Arnold / LV Pinball Club
19) Seth Sternberger / Micromusic.net

Please note: The booth listings are current as of this printing. Final booth assignments may change as vendors are added.

AD INDEX

Atari2600.com	Page	12
B & C Computervisions	Page	13
Blast From The Past Amusements	Page	18
Classic Gamer Magazine	Page	16
Digital Eclipse	Page	17
Digital Press	Page	IBC
Dragonstone Software	Page	IFC
GameGo Magazine	Page	12
Good Deal Games	Page	18
Ikarion Software	Page	14
Infogrames	Page	BC
Intellivision Productions	Page	15
Las Vegas Pinball Collectors Club	Page	14
Songbird Productions	Page	13
United Game Source	Page	16

Additional Exhibitors

John Sellers - "Arcade Fever" Book
Micromusic.net (Seth Sternberger)
N.W.C.G.E.
Syzygy Magazine
Twin Galaxies
Uncle Zip's Entertainment

Homebrew Software Authors

Brian Prescott - Crazy Valet, Base Defender
Ebivision (Igor Barzilai) - Allia Quest
Joe Grand – SCSIcide

SCHEDULE

CLASSIC GAMING EXPO 2001 SCHEDULE

Saturday

9:00 AM	Show Opens
9:00 AM – 5:00 PM	Vendors/Exhibitors (Main Hall)
9:00 AM – 5:00 PM	Museum Exhibit (Museum Room)
9:00 AM – 5:00 PM	Home Videogame Game Station Free Play (Main Hall)
9:00 AM – 5:00 PM	Coin-Op Free Play (Main Hall)
9:00 AM – 5:00 PM	Arcade Game Raffle (Tim Arnold's Booth)
9:00 AM – 5:00 PM	Twin Galaxies High Score Competition (Main Hall)
5:00 PM	Show Closes
5:00 PM – 6:00 PM	Collectors' Buy/Sell/Swap Session (Conference Room)
5:00 PM – 6:00 PM	Registration of Auction Items (Conference Room)
6:00 PM	Live Auction (Conference Room)

Sunday

10:00 AM	Show Opens
10:00 AM – 4:00 PM	Vendors/Exhibits (Main Hall)
10:00 AM – 4:00 PM	Museum Exhibit (Museum Room)
10:00 AM – 4:00 PM	Coin-Op Free Play (Main Hall)
10:00 AM – 4:00 PM	Home Videogame Game Station Free Play (Main Hall)
10:00 AM – 4:00 PM	Arcade Game Raffle (Tim Arnold's Booth)
10:00 AM – 4:00 PM	Twin Galaxies High Score Competition (Main Hall)
4:00 PM	Show Closes

NOTES:

- *The schedule for the keynote speeches will be posted on the wall outside the show on Friday night. Many of the speakers have no choice but to make their plans at the last possible minute, which makes scheduling the speeches impossible until a day or two before the show opens.*
- *A schedule of time slots during which the CGE 2001 game releases will be posted along side the keynote schedule. The times must not interfere with the keynote speeches therefore both schedules must be made at the same time.*

ALUMNI

RALPH BAER

Ralph designed the first videogame, the Magnavox Odyssey. He was the creative force behind such items as the Coleco Telstar Arcade system, Milton Bradley's Simon, and the Coleco Kid Vid peripheral for the Atari 2600. Ralph holds over 150 patents worldwide in his name.

DON BLUTH

Recognized as one of the most prestigious Animators in the film business, Don is admired by his peers all over the world for his creative talent as well as his versatility in bringing his memorable characters to life. Don is one of the creators of the first interactive laser disc game, Dragon's Lair. He also created the ground-breaking hits, Space Ace and Dragon's Lair 2.

GARTH (TONY) CLOWES

Tony founded Entex Industries, Inc. in 1969. Entex became a leader in electronic products building up to worldwide sales of close to $100 million utilizing many of Clowes' inventions including the world's first true voice recognition products and the first multi-player electronic games. Entex is best known in videogame circles for it's Adventurevision console as well as it's line of incredible handhelds including the best-selling Space Invaders game.

DAVID CRANE

Best known for the Activision mega-hit Pitfall, David actually got his start at Atari where he created such hits as Slot Machine, Outlaw, and Canyon Bomber. At Activision, he designed a string of hits including: Activision Decathlon, Dragster, Fishing Derby, Freeway, Ghostbusters, Grand Prix, Laser Blast, Skateboardin', and Super Skateboardin' (7800). Other titles include A Boy and His Blob, Little Computer People, and Amazing Tennis. In addition to his software achievements, David is a hardware whiz who helped in the design of the Atari 800 computer's operating system, as well as two integrated circuits designed for video game applications.

DON DAGLOW

Don got his start by writing the first computer baseball ever made (on a PDP-10 mainframe). He joined Mattel where he wrote Utopia and contributed to TRON Solar Sailor. Don later went to Electronic Arts where he hired numerous former Intellivision programmers and designers to develop such hits as Adventure Construction Set, Earl Weaver Baseball, and Racing Destruction Set.

RICK DYER

In addition to creating Dragon's Lair and Space Ace, Rick designed and developed Time Traveler, the first Holographic coin-operated video game. He formed RDI Video Systems, a company that developed, manufactured and distributed the first CED/Laser talking/voice activated interactive entertainment system known as Halcyon. Rick is also responsible for Shadoan, a PC game based on another of his arcade hits - Thayer's Quest.

JOE DECUIR

Joe Decuir worked on the chip and system designs for the Atari 800 and 2600 and also prototyped several games that would validate those designs. After leaving Atari he joined Jay Miner in doing system architecture work for the Amiga 1000, particularly on the Agnus DMA graphics engine.

JAMIE FENTON

At Bally, Jamie designed the classic pinball game, Fireball, which was designed for home use. She later went on to design the Bally Astrocade and the Bally Basic Interpreter. Her arcade achievements are numerous including such classics as Gorf and Robby Roto. Jamie then formed Macromind and coded the fantastic MacroMedia Director.

WILLIAM FISHER

Bill designed and programmed the Intellivision game Space Hawk, co-designed and co-programmed the Intellivoice cartridges Space Spartans and B-17 Bomber, and helped set up Mattel Electronics Taiwan. Bill finally got to work on an Intellivision game from the beginning when he, Keith Robinson and Andy Sells came up with the idea for the Party Line games: a series of games specifically to be played at parties. Bill programmed the prototype title, Blow Out.

ROB FULOP

Rob is the man behind the 2600 conversions of Night Driver and Missile Command, as well as Space Invaders for the Atari 8-bit computers. After Atari, Rob joined Imagic where he wrote the award-winning Demon Attack, in addition to Cosmic Ark and Fathom. For Hasbro, he engineered the design for Sewer Shark and Night Trap. Both of these feature length interactive movies were later released by Digital Pictures.

GARY GOLDMAN

A master animator, Gary was also one of the creators of Dragon's Lair and Space Ace. Gary has worked on numerous hit movies over the years including An American Tail, Land Before Time, All Dogs Go To Heaven, Titan A.E., and Anastasia.

ARNIE KATZ

Along with Bill Kunkel and Joyce Worley, Mr. Katz was one of the founders of Electronic Games Magazine, the first and most popular publication devoted strictly to electronic games entertainment.

ALUMNI

JOE KING

Joe worked on a greater variety of game systems than any other artist or programmer at Mattel, contributing graphics for games on the Intellivision, Atari 2600, Colecovision, Apple II, and Aquarius. He was also picked to do some demos for Intellivision III and the top secret Intellivision IV. His Intellivision titles included Motocross, Loco-Motion, and Space Shuttle. Joe was also the co-designer of Hover Force and the unreleased Magic Carousel.

GARRY KITCHEN

Garry's first game was Bank Shot, a Parker Bros. hand-held, that was named as one of the 10 best toys of 1980. His first Atari 2600 product was Coleco's Donkey Kong. After joining Activision, Garry designed the award-winning Keystone Kapers, as well as Pressure Cooker and Space Jockey (U.S. Games). Garry moved into the Commodore 64 arena where he created The Designer's Pencil and Garry Kitchen's Gamemaker, which earned him the title of Video Game Designer of the Year in 1985.

BILL KUNKEL

Bill co-founded Electronic Games magazine, the premier Video Game mag of its day. He also had a hand in designing several new magazines including Video Games & Computer Entertainment, Sega Visions and a new incarnation of Electronic Games in 1992. Billis well-known for his popular Game Doctor and Kunkel Report columns.

MICHAEL MINKOFF

Michael wrote Intellivision Snafu, co-wrote PBA Bowling, and was one of several contributors to Space Spartans before moving into management. He became Director of Applications Software, and was responsible for the M-Network line (Atari, IBM PC, Apple II and Aquarius) in addition to some Intellivision products.

FRANZ LANZINGER

Franz worked as a programmer and game designer at Atari Games Inc. and Tengen. Early on in his career he programmed and designed the ground-breaking arcade hit, Crystal Castles. A terrific video game player himself, Franz even held the world record for the arcade version of Centipede for six months in 1981. At Tengen, Franz worked on Toobin' for the NES, Ms. Pac-man for the NES and Genesis, and Rampart for the NES, SNES.

SUSAN MCBRIDE

Susan is a graphic artist who was with Atari for many years. After sharpening her skills on the arcade smash hits, Crystal Castles, Gauntlet, Gauntlet 2, and other Atari coin-ops, she moved on to work on numerous Atari Lynx and Jaguar projects.

ALAN MILLER

A master programmer at Atari where he designed such classics as Hangman, Basketball, and the incredibly addictive Surround, Alan left the company to help form Activision, the first 3rd party software publisher. At Activision, he penned numerous hits for the Atari VCS including Checkers, Tennis, Ice Hockey, Starmaster, and Robot Tank.

ROB NEWMAN

An Engineer in Atari's L.A. Lab, Rob was instrumental in the development of wireless data distribution technology which led to his becoming a founding manager of Electronic Publishing Systems (EPS), a joint venture of Atari and Activision in late 1983. EPS developed the "Electronic Pipeline", a game service for the Atari 2600 that was to sell wireless game cartridges with which users could select and play up to 40 different games each month for a low monthly subscription fee. The service was in alpha testing and four days from installing the transmission equipment in the first test market when it was indefinitely postponed due to Warner's sale of Atari in 1984.

KAREN NUGENT

Karen was a graphic artist at Mattel, contributing to such masterpieces as BurgerTime, Mission X, Super Pro Football, Scooby Doo's Maze Chase, and the unreleased Flinstone's Keyboard Fun. After Mattel, Karen produced the graphics for the incredible Sierra On-Line computer game, The Black Cauldron.

BOB POLARO

Bob's game career started with Commodore where he designed the PET titles, Baseball, Stock Portfolio, and Blackjack. He jumped to Atari and released States And Capitals, Hangman, Biorhythm, Lemonade Stand, and Mugwump for the Atari 8-bit computers. Bob really hit gold when he moved into 2600 development with such unforgettable titles as Defender, RealSports Volleyball, Desert Falcon, SprintMaster and Road Runner. He also designed the 2600 version of Rampage for Activision.

JOHN POMEROY

John met Don Bluth and Gary Goldman while working at Disney. Aside from helping to create the following films: The Secret Of Nimh, An American Tail, Land Before Time, All Dogs Go To Heaven, Rock-A-Doodle, and Fantasia 2000, John is also one of the creators of Dragon's Lair and Space Ace. John's newest movie, Atlantis, was just recently released in theaters.

ALUMNI

KEITH ROBINSON

Keith joined Mattel as a programmer and designed the game, TRON Solar Sailer. He then moved into a management position where he supervised the production of titles for Intellivision, Coleco, and other platforms. After Mattel sold the Intellivision rights to INTV Corp., Keith started a graphic design firm that was contracted to design the package art for INTV's Intellivision releases until INTV shut down in 1990

DAVID ROLFE

Aside from designing the arcade games Star Fire and Fire One!, David was also the very first Intellivision programmer. David designed the Intellivision Exec, along with two of the first Intellvision cartridges, Blackjack & Poker and Major League Baseball. He also developed the Intellivision Checkers game and the M-Network games, Baseball and Frogs & Flies. Before leaving Mattel, David worked heavily on the original keyboard component as well as some hand-held games. David later joined the Activision team, designing the award-winning Beamrider for the VCS and the recently released Steamroller for the Colecovision.

STEPHEN RONEY

Stephen co-designed and co-programmed the Intellivoice games Space Spartans, B-17 Bomber, and the unreleased Space Shuttle. He also designed and programmed the unreleased game Hypnotic Lights as well as handling the conversion of Utopia to the Aquarius Home Computer System.

JOHN SEGHERS

John was one of the top programmers for the Atari 5200 game system. In addition to the fantastic Gremlins (arguably the best game made for the system), John also designed RealSports Soccer and the completed but never released Xari Arena. John created several development tools as well including a four voice, touch-pad controlled music editor. After Atari, John worked on the NES version of Indiana Jones and the Last Crusade for Taito Software.

TOM SLOPER

Tom's first game design was a little game watch from GCE called "Game Time". He then moved onto the Vectrex system where he designed Spike and Bedlam. Tom joined Atari Corp. as Director of Product Development where he spearheaded the revitalization of the 2600 and 7800 game systems.

STEVEN WYATT

Steven has held many roles in the videogame industry. Some of his jobs have included consulting for Atari, as well as being a Manager at Activision during 1981-82 when their growth went from $5 million to $65 million. He was also the Director of Operations for Telesys and was responsible for their financial turnaround. Steven was even one of the principle suppliers of AtariSoft titles.

STEVE WOITA

Steve started at Apple where he co-designed a device called the JOYPORT which was licensed by Sirius. The Joyport allowed 4 game paddles and 2 Atari controllers to be hooked up to an Apple II. Steve later went to Atari where he desinged three games for the VCS: Quadrun (the first home videogame withvoice that didn't require extra hardware), Taz, and Asterix. After Atari, Steve did more contract for Apple before going to Tengen to create Super Sprint for the NES.

JOYCE WORLEY

Along with Arnie Katz and Bill Kunkel, Joyce helped found Electronic Games Magazine, the first publication devoted strictly to electronic entertainment. She also concurrently published Electronic Games Hotline, a bi-weekly newsletter which covered the latest news concerning the hobby. Worley, Katz, and Kunkel also did entertainment content for VideoGames And Computer Entertainment Magazine in the late 80's.

Please note: The alumni listings are current as of this printing and are subject to change.

The Classic Gaming Expo Staff would like to thank the following people for their very generous support. Without their help this program would not have happened.

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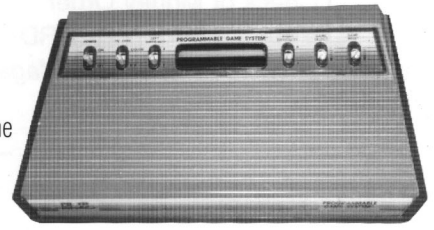
AUTOGRAPHS

CLASSIC GAMING EXPO MUSEUM HIGHLIGHTS

The CGE Museum includes a wide selection of videogame items. From games and systems that most of us had while growing up, to the most obscure prototypes and one-of-a-kind items you'll ever see. Each year items are shipped from all over the world and assembled into what is the largest and most comprehensive collection of videogame history ever put on public display. While the core items remain the same from year to year, contributions and loans from our celebrity guests as well as the attendees are constantly changing.

This is one of the most popular aspects of Classic Gaming Expo. It gives people an opportunity to see and touch pieces of videogame history that they would otherwise have never seen.

From Ralph Baer' "Brown Box" to Jay Smith' Color Vectrex, here's just a few of the hundreds of items that have been on display....



The Kee Games version of the Atari 2600. This is the only mock-up known to exist.

2600 Rarities. Items like the CX-2000 VCS, CX-2700 (Remote Control VCS), CX-2800 (Japanese VCS), and the Kee Games model of the Atari 2600 are prototypes or mock-ups that never made it into production. Also on display are some of the rarest cartridges in existence including Magicard, Video Life, and Eli's Ladder.

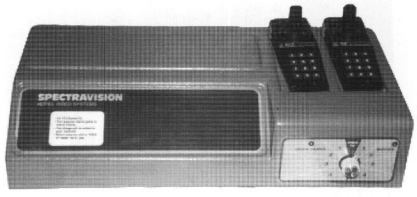
Atari 7800 keyboard add-on. Only two are known to exist.

Add-ons. There have been numerous add-ons for the various systems over the years. Computer keyboards were a popular theme although many companies tried to boost the power of the machines with their products. Items like Answer Software's PGP-1 would allow you to alter the code from your favorite game. In addition to the two previously mentioned items, the museum has hosted a diverse mix of popular and rare add-ons including the Starpath Supercharger, Compumate Keyboard, Gameline Modem, KidVid Module, Vidco Copy Cart, and the Atari Mindlink Controller.

Stand-alones. This section includes many of numerous home pong-type systems and handhelds that have been made over the years. Atari released several of these including Video Pinball, Stunt Cycle, Ultra Pong, and others. There are also a few that they didn't release like the Cosmos Holographic System, Atari Game Brain, and even a box for a handheld version of Space Invaders. Look for an incredible collection of handhelds this year on loan from collector Rik Morgan.

The Playcable Modem for Intellivision. Only test-marketed in certain areas of the U.S. and Canada.

Intellivision. The Intellivision section of the museum contains just about every released and unreleased item. The Music Keyboard, System Changer, ECS Computer, Intellivoice, and original Keyboard Component make up the bulk of this section. Also included is a rare selection of prototype, demonstration, and test cartridges.



Atari 5200 Hotel Console. Used by hotels to offer in-room games and movies.

Atari 5200. A fascinating section showing some great rarities like the Atari Kid's Controller, Atari 5100 (5200 Jr.), 5200 Paddle Controller, Masterplay Interface, and Starcon Arcade Joystick. A selection of software prototypes including Tempest and Asteroids has also been on display.

Misc. As if all that wasn't enough, there's still tons of items we don't have space to mention. Systems and rarities for the Odyssey, Vectrex, and Coleco categories, as well as a load of oddball, rare items, and videogame memorabilia round out the display. Feel free to take pictures and enjoy!

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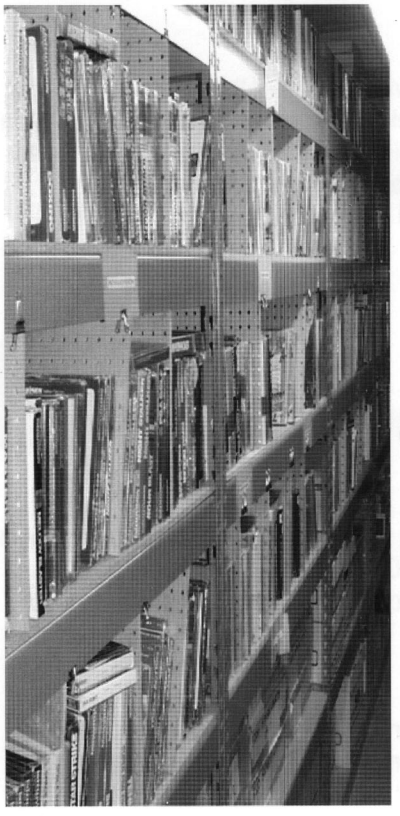

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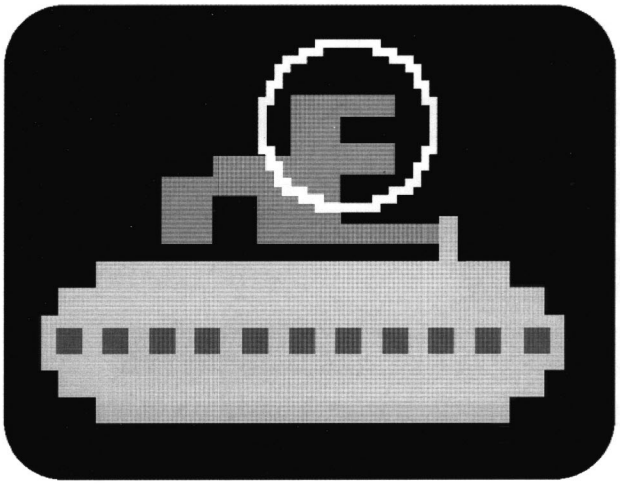
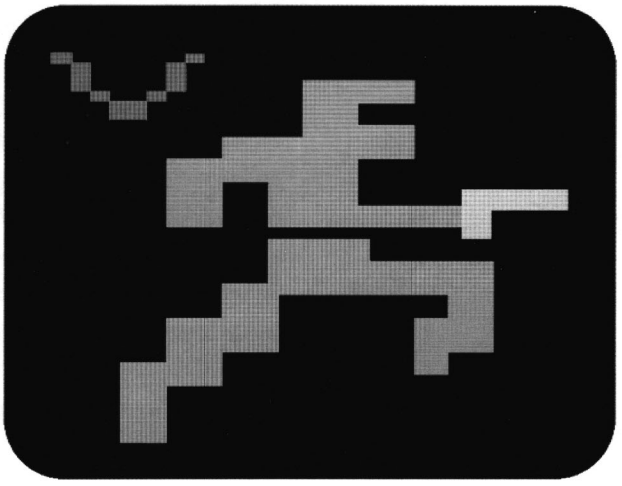
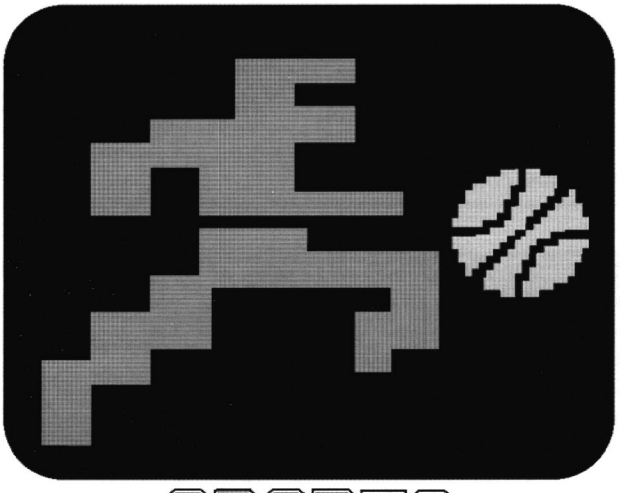


SPACE



ARCADE



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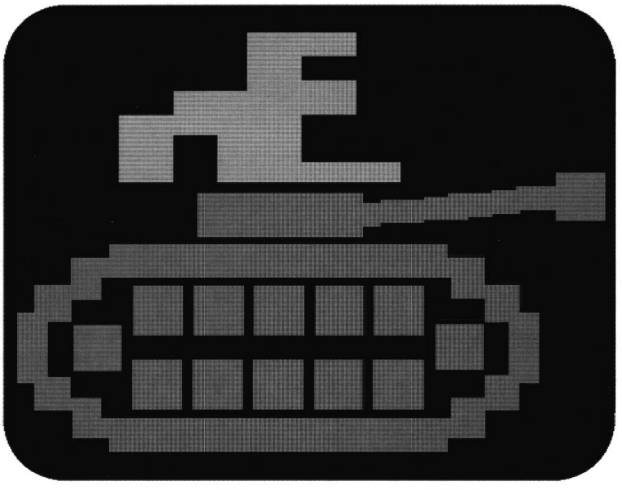

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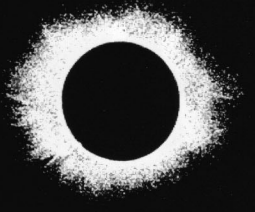

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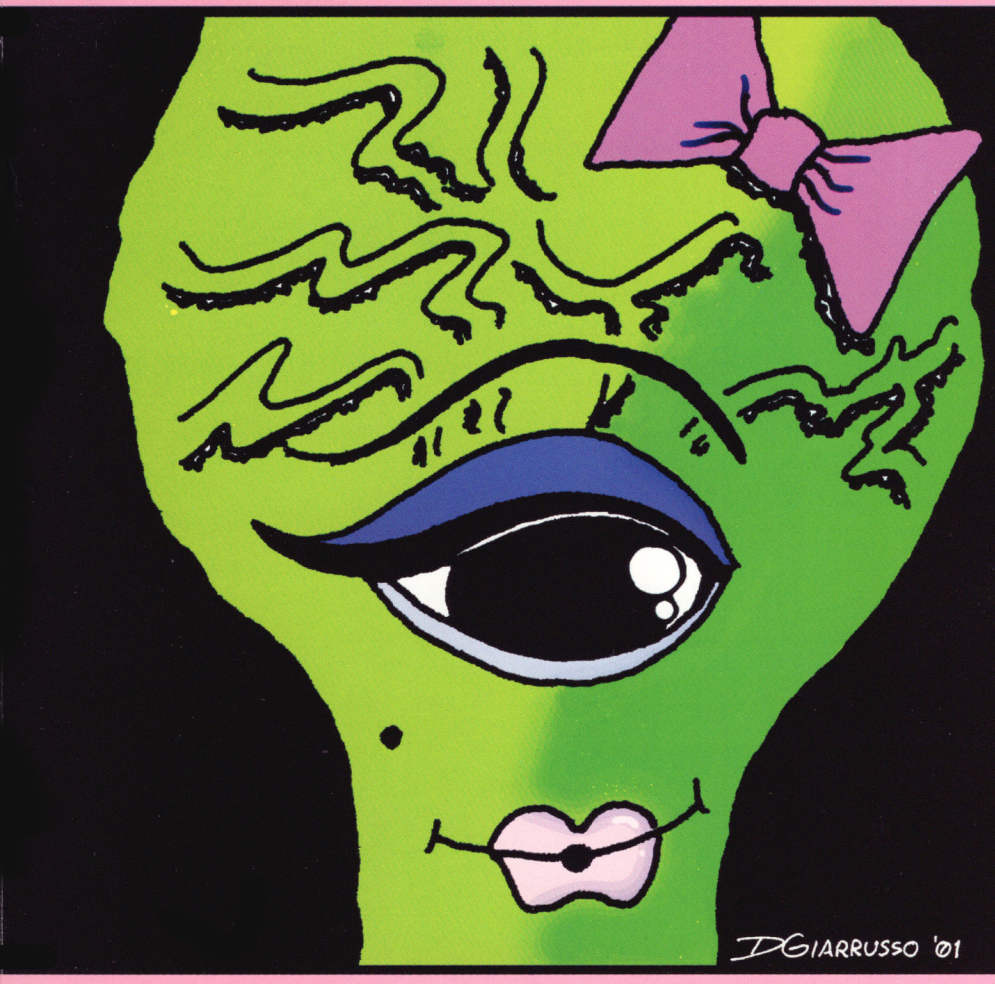

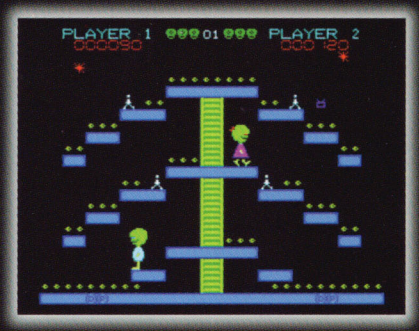

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